

User Documentation

Table of Contents

Employee Application	2
Login	2
Task Board	2
Hours/Check In/Out	2
Manager Application	3
Login/Employee Registration	3
Task Board	3
Hours/Check In/Out	3
Task Manager	3
Analytics	4
Customer Application	5
Login/Registration	5
Shopping List	5
Item Search	6
Customer Assistance Terminal	6
Price Checker	6
Item Locator	6
Checkout Terminal	7
Checkout	7
Returns Terminal	7
Returns	7

Employee Application

Login

From the homepage of the website, an employee can login with the Employee Login option.

After an employee logs in, the employee will be brought to the Employee Dashboard, where they can go to the pages to see the task board or to view their hours (and check in/out).

Task Board

After the user navigates to the task board, the user is brought to the index page for the Task Board application. Here, the user has two options: (1) claim tasks or (2) view the user's own tasks. The claim tasks option is represented by the "Claim Task" button, the option to view tasks is represented by the "View Your Tasks" button. The user also has a "Back" button to return to the Employee Dashboard (or Manager Dashboard for managers).

If the user opted to claim tasks, they will be redirected to a page with a table of incomplete tasks that can be claimed. Each row represents a task. At the end of each row is an option to claim a task represented by "Claim" buttons.. If the user opts to not claim any task, the user may click on the "Back" button to return to the index page.

If the user claimed a task, they will be redirected to a page that shows the task that was claimed and that states the task was claimed. There is also a "Back" button that the user may click to return to the task claiming page to potentially claim more tasks.

If a user opted to view their tasks from the index page, the user will see a table of their tasks if they have claimed any tasks. At the end of each row, there is a "Complete" button to represent an option to mark a claimed task as complete. If the user opts to not complete any task, the user may click on the "Back" button to return to the index page.

If the user completed a task, they will be redirected to a page that shows the task that was completed and that states the task was completed. There is also a "Back" button that the user may click to return to the task viewing page to potentially complete more tasks.

Hours/Check In/Out

After the user navigates to the hours page, they can view a table of their previous hours. They also have an option to check in/out. If the user has checked in already, they will be given the option to check out; otherwise, they are given the option to check in. There is also a "Back" button to return to the Employee Dashboard (or Manager Dashboard for managers).

Manager Application

Login/Employee Registration

From the homepage of the website, a manager can login with the Employee Login option.

After a manager logs in, the manager will be brought to the Manager Dashboard, where they can go to the pages to see the task manager, to see analytics, to register new employees, to see the task board, or to view their hours (and check in/out).

If the managers chooses to register new employees, they will be brought to a page where they can register a new employee into the system by entering the employee's first name, the employee's last name, a username for the new account, and a password for the new account in addition to selecting whether the account is for an Employee or a Manager. Clicking the "Register Employee" button will add the information into the system and refresh the page with a notice that the account has been created.

Task Board

Same as [Task Board](#) in Employee Application

Hours/Check In/Out

Same as [Hours/Check In/Out](#) in Employee Application

Task Manager

After the user navigates to the task manager, the user is brought to the index page for the Task Board application. Here, the user has multiple options: (1) the option to create a task and (2) options for the editing of a given, already created task. The option to create a task is represented by the "Create Task" button at the top of the page. All tasks are shown in a table with the most recent task on top. The following attributes about the task are shown: the task name, the task description, the task ID, the state, the employee ID, the time of the task's creation, and the time of the task's completion. At the end of each row in the video is an "Edit" button to allow the user to select the option to edit the task.

If the user chooses to create a task, they will be taken to a page with two text boxes. The upper text box should contain the task name. The lower text box should contain the task description. After the two text boxes are filled in with the proper information, the user should click on the

“Create Task” button. If the user opts to not create a task, the user may click on the “Back to Task List” button.

If the user opted to create a task and pressed the “Create Task” button, they will be redirected to the index page with a highlighted message at the top of the screen that the task has been created. The message may be removed from the page by pressing the “x” within the highlighted portion. The created task will appear in the table of tasks.

If the user selected a task to be edited, then they will be taken to a page showing the selected task and text boxes and a drop down menu for which attributes of the task can be changed. The following attributes may be altered: the task name, the task description, the state, the employee ID, the time of the task’s creation, and the time of the task’s completion. It should be noted that the state is changed by a selection in the drop down menu, but all other changes may be submitted by entering text in the text boxes under the attribute which is to be changed. Of additional note should be that the time of the task’s creation and the time of the task’s completion should be of a particular time and date format. After the relevant text boxes are filled out and the state is selected (if necessary), the user should click on the “Update Task” button. If the user does not want to modify the task and instead would like to delete the task, the user does not have to fill in any of the text boxes and should click on the “Delete Task” button. If the user opts to not alter a task at all, the user may click on the “Back to Task List” button.

If the user opted to update the task from the index page, they will be redirected to a page which will show in a table the task prior to the modification and the task after the modification. There is also a “Back to Task List” button that the user may click to return to the index page

If the user opted to delete a task and pressed the “Delete Task” button, they will be redirected to the index page with a highlighted message at the top of the screen that the task has been deleted. The message may be removed from the page by pressing the “x” within the highlighted portion. The deleted task will not appear in the table of tasks.

Analytics

After the user navigates to the analytics page, they will have options to “View Employee Hours for the Latest Day,” “View All Employee Hours,” “View Item Category Sales Figures,” and “View Earnings by Day.” There is also a button to allow the user to return to the dashboard.

If a user selects “View Employee Hours for the Latest Day,” they will be brought to a page which displays a table of employee hours for the last day for which there are employee hours. There is a button to allow the user to return to the analytics page.

If a user selects “View All Employee Hours,” they will be brought to a page which displays a table of all employee hours in descending order sorted by date. There is a button to allow the user to return to the analytics page.

If a user selects “View Item Category Sales Figures,” they will be brought to a page which displays a table of dates, item categories, and the amount sold in that item category on that day. There is a button to allow the user to return to the analytics page.

If a user selects “View Earnings by Day,” they will be brought to a page which displays a table of days and the amount of money made from sales that day. There is a button to allow the user to return to the analytics page.

Customer Application

Login/Registration

From the homepage of the website, a customer can login with the Customer Login option. In the login page, the customer can login with their username and password or register for a new account.

After a customer logs in, the customer will be brought to the Customer Dashboard, where they have options to search for an item or to view their shopping list.

If instead, the user decides to register for a new account, they can enter a username and password and register for a new account. Afterwards, they will be returned to the customer login page and can log in with their new account.

Shopping List

A customer can view their shopping list which lists all items that are saved in the shopping list associated with the account. The customer can also delete items from their shopping list using the “X” button at the end of the row of the item that they wish to delete.

The customer can also use item search on this page.

Item Search

A customer can search for items that the supermarket sells based on a query. Results for their query will be displayed on a search result page.

On the search results page, the customer can view all the search results and add any of the items to their shopping list using the button at the end of the item's row. If they add an item to their shopping list, they will be sent to the page displaying their shopping list.

The customer can also search for more items using the item search on this page.

Customer Assistance Terminal

Price Checker

Running `pricecheckertest.py` will open a window with a demonstration of how the price checking functionality is implemented. The user is shown an input text field and a button labeled scan. In this demo, the input field takes in an RFID which identifies an item, and the Scan button begins the search for an item with the input RFID. In the final version of the price checker, the RFID will be retrieved by a scanner and the scanning process will start automatically afterwards.

In this demo, we have provided 15 test RFIDs for the user to input. Use the following ids as input (ids separated by semicolons).

00000; 11111; 22222; 33333; 55555; 99999; aaaaa; aaaa2; bbbb3; rfid0;
12345; asdfg; ii2jc; cc1?1; lo6dk

Inputting any of these ids will result in a message detailing the price of the item to the user. Entering an invalid id will display the message "Error detecting item. Please scan again". Though it is very unlikely an invalid id will be scanned at the store, this measure has been included in case of damaged RFID tags which no longer are able to provide a readable id.

Item Locator

Item Locator helps customers find an item that they want. The function takes in input from the customers and returns a map of where that item is located with its aisle and section number. This is more convenient than customers looking around the store puzzled instead they would just search an item and in a few seconds get the location of that item. In *getLocation.py* customers enter an item then it checks if that item is in the store and that it is in stock. If both conditions are

met then it prints out the aisle and section number of that item. However, if one of the conditions is not met then it prints out “Item out of stock”. Furthermore, *itemFinder.html* is an interface that allows customers to search items they want and it gives them the map of that item.

Checkout Terminal

Checkout

Once the Checkout application is selected you are shown the current cart, which is a demonstration of putting down the first bag. That bag would then be removed and the second would be placed down. For demo purposes the “Add Items” button was created in order to simulate this function. The button will then add a second bag containing 2 items to the list which will then be displayed in the table. When you are done you can choose to “Finish” bringing you to a screen that will allow the user to choose which payment method, Cash or Credit, they would like. It would then redirect to the proper external system to complete the transaction.

Returns Terminal

Returns